

## MAKING OF MATCHING GAME BOOK TO LEARN ENGLISH VOCABULARY

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**Abstract :** *Learning English is very important in this competitive world. It shows that we have to master English. However, in learning it, the learners still feel bored and face difficulties. For example, in learning Vocabulary, they always have problems in memorizing the words. Therefore, the use of learning media can be more effective and interesting way in learning. The main purpose of this final project is to make a matching game book which can be used as an alternative learning medium in learning Vocabulary, especially, for students in lower education level. The idea of this project is based on the real concept, the students actually still feel bored in learning English. This project results a set of matching game book consists of a game book, a sets of picture cards and a set of word cards. This game can be used in classes during learning-teaching process to help the students to memorize the word. By using this game, the student can learn vocabulary in a more interesting and effective way.*

**Keywords:** *Matching Game Book, picture cards, word cards.*

### 1. INTRODUCTION

English is an official language for international communication in the world. Indonesia is one of country that most people use English as the everyday language. Many schools are implementing English as their main language. It shows that English is a language that has a influence in life, especially in education, technology, science, the arts, and in making partnerships with other country. That

is why English is very important to be mastered.

Vocabulary is one of the important parts in learning English. Vocabulary of a person is defined as group of all words that are understood by the people or all the word that will be used by the person to make a sentence. If a person does not have many vocabularies, he or she will be difficult to communicate and express their ideas clearly both oral and written in English. In addition, they

will not be able to read the text either in school or learning materials that exist in book, newspaper and so on. So, there are various ways in learning English that will help the student improve their vocabulary. One of the most popular and effective ways is by using games.

Game has been proven as an effective way because it does not only improve students' skill, but also decreases stress during learning process (Susilana and Riayana in yanti : 2009). Furthermore, there are many types of games that can be used as learning media, either electronic or conventional. One of the games is Matching Game Books which is one of conventional games.

Matching Game Book is played by one person or more. To play this game the students have to match the picture card and word cards. This game is started with open the book and the students will be found the picture card and word card. Then the students have to make a match between picture card and word card in the book. The students have to finish only five minutes. If the students cannot finish the game, the students will get a punishment from beside.

Based on the previous explanation, the writer was interested in making a Matching Game Book to Learn English Vocabulary.

## REVIEW OF LITERATURE

### Related Study

There are two related studies taken from different sources. First, Sunarti (2011) did a study entitled *"Improving Students Understanding On Question Tag through Matching Game"*. The purposes of this study are: 1) to describe the implementation of matching game to improve understanding on question tag. 2) To identify the improvement of the students' understanding on question matching game. The result of this study is teaching learning used matching game is effective to encourage students' understanding. It can stimulate students' to be active. Matching game was not only appropriate to teach question tag but also it was appropriate for teaching vocabulary, simple presents tense, and etc.

Second is Setianingsih (2010) who did a study entitled *"The Use of Matching Game to Improve Students'*

*Understanding on Irregular Verb of Simple Past Tense*". The purpose of this study is to find out effectiveness of using matching game to improve students' understanding on irregular verb of simple past tense. The result of this study is the use of matching game using flash card as media in the teaching of irregular verb of simple past tense was very effective.

The difference between the studies above and my study are the studies above using matching game to describe the implementation of matching game to improve understanding on question tag and the media that they used is cards. On the other hand, my study is making a matching game book to learn English vocabulary and help the students interested in learning English vocabulary and then the media that I used are cards and book.

## **VOCABULARY**

Vocabulary is defined as all the words recognized and understood by a person although they are not necessary to be used by her or him.

According to soedjito (2009: 24), Vocabulary are: 1) All of word in

a language. 2) Number of vocabulary mastered by a speaker and writer. 3) The words that used in a certain places. 4) The word that is written as dictionary and short explanation. In addition, Barnhart (2008: 697), said that 1) Stock of words used by person, class of people, profession, etc. 2) A collection or list of words, usually in alphabetical order and defined.

From the definitions and theories above, it can be concluded that vocabulary is a group of sentences that knows by someone who have a language and give the meaning when we used the language.

## **GAME**

The game aims to give pleasure to each player with some rules contained in the game played by the player. According Muchtar (2005), Game is something that can be played by certain rules so that there are no winners and losers, usually in the context of serious or not with the purpose of refreshing. In addition, Peres (2010), states that the game is a strategy that contained in a game to achieve the victory.

From the definition in above, it can be concluded that game is an

activity arranged is certain system. It has certain rules which followed by player to finish it. However, game is always related to fun and entertaining activity.

### MAKE A MATCH

Make a match is almost similar with matching game. It is a method to teach the student learns about subject. According Wahab (2007: 59), *Make a match* is learning system that priorities social ability, especially the ability to cooperate, the ability to interact in addition to the ability to think quickly through the game looking for a partner using card. In addition, suyatno (2009: 72) state that make a match is learning where the teacher prepares a card containing questions or concerns and prepare a card containing questions or concerns and prepare a reply card and then the students looking for a partner card.

From the definition above, it can be concluded that make a match is a study method that can be used to teach the student how to work in team and concern.

### METHODOLOGY OF STUDY

#### Equipments

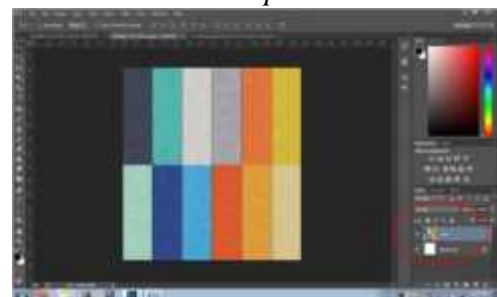
The processes of designing the Matchiing Game Book using several the equipments such as hardware Laptop, Printer and software Adobe Photoshop CC 2014 application, *Photoshop* application, and *Paint*.

#### Material

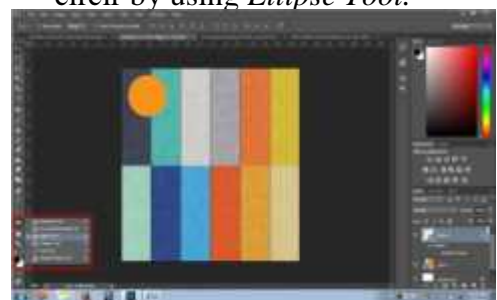
The materials used for the products were paper and Ice Cream Stick.

#### Procedure of The Study

- Product Design
  - In designing the Matching Game Book Cover, the first step was inserting the backgrounds into *Adobe Photoshop CC 2014*.



- The next thing was drawing circlr by using *Ellipse Tool*.



- Results after inserting background picture. After that, the next step was entering the text written in the picture.

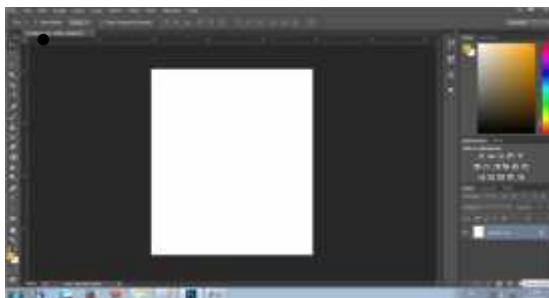


- The following was the result of Matching Game Book Cover.



- The procedure of designing the cards

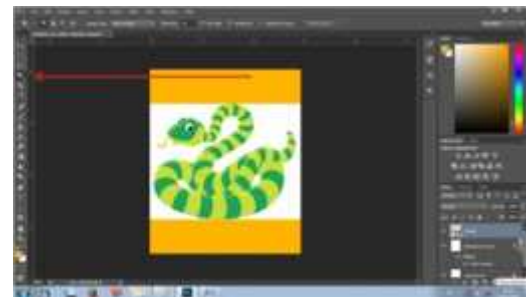
- It also took several processes to design the cards. The applications used were *Adobe Photoshop CC 2014*. The first step was opening *Adobe Photoshop*.



- After opening the Adobe Photoshop and inserting the picture into photoshop.



The final results after insert the picture and giving the color to card.



- After the process was finished, the next thing was made the picture card. After several processes were done, the final result for the card design was shown below.



- The Produce of designing the place of available.
- The first step was making available by using Paint application and rectangle tools to make design the book. And then giving the color on the background.



## RESULT AND DISCUSSION

### Process of Matching Game Book

There were several processes done in making this game, started from collecting and providing the materials until designing the model of the game. The complete processes are explained as follows

#### Collecting and providing the materials

The content of this game was the sixty picture cards and sixty word cards provided for lower education students. Therefore, collecting and providing the material of picture and word were the first things done. The

picture cards and word cards for this game were created by referring to several sources and dictionaries. After the processes of collecting and providing the material for the picture and word were finished, the next thing done was collecting material for the game model. The model of this game was referred to the existed matching game book. However, it was developed with the picture and word cards.

### Designing Matching Game Book

When the data has been collected, the next process was designing the game book. As explained in chapter III, this study used several applications in supporting this process. The sequences of the process were started by inserting the background design of the book into *Adobe Photoshop*. The process was continued by drawing circle using *Ellipses Tool* and inserting the picture animations on the background into *Photoshop*. The next step in the process was drawing rectangle on the game book using *Rectangle Tool*. Then, the last step was giving the color on the rectangle using *Color Overlay* and drawing text on the game

book using *Horizontal Type Tool*. Those processes took quite long time to get the best result. It was because the knowledge of the application used was not good enough to designing the game book.

### **Designing the model of Cards**

The process of designing the picture card and word card was not much difference. There were one application used in this process is *adobe Photoshop*. The sequence of this process was started by inserting the picture of the card in *Adobe Photoshop*. There were 120 cards used for this game divided into two types and colors. That was why this process took a long time to be finished.

### **Result of the Study**

The result of this study was a set of Matching Game Book which can be used as a medium to learn English vocabulary, especially to memorize the word. A set of this game contains a Book, sixty picture cards and sixty word cards.

### **Matching Game Book**

The design of the game book has been given in chapter III. As

mentioned above, the model of the cover was referred to the existed model. However, the whole model, the colors, and the pictures were self-drawn using tools from several applications. The game cover had a hundred grids with full colors which represented the colors of the cards.

### **Picture Cards**

This card is a card that has a picture on the card. The card will be given to the player whose plying this game. This card have many kind of picture. For example, the picture on the card is "Snake". Its mean that the player has to match with the pair word of the picture.

### **Word Cards**

This card is a card that has a word on the card. The card will be given to the player whose plying this game. This card has many kind of words. For example, the word on the card is "Snake". Its mean that the player has to match with the pair picture of the word.

### **Playing instructions**

The instructions in playing Matching Game Book, as followed:

1. The players of this game are one or more.
2. The players have shuffled the card before playing the game.
3. The first player takes the picture card and put it into available in the book.
4. The second players guess what the English of the picture and find the pair of the picture.
5. When the second player cannot find it, the player can ask his/her group to help.
6. No duration to finish the game. When the game is finished. The matching game book will be check.
7. The group that has many fouls will gets punishment from the winner group.
8. The first of all, the students in the class are divided into two or four groups. Then, one person comes as the representative of each group. These players will play the first turn of the game. When the first player of second group cannot find the pair of the picture card, the next turn will be played by the second representative of each group. So, the game will be played in turn in order to give the same chance to all students. The

teachers in the class room watch and monitor the students during playing the game.

9. In addition, the game was play individually even they are in the group.

### **Evaluation**

There were two evaluators who evaluate the product; the teachers, and the students. The evaluation from the teachers and the students was done in a time. For the students and the teachers, the evaluation was done during English class.

The evaluation has been done for an hour. The first thing was introducing the game and giving instructions to the students how to play the game. Then, the students were divided into two groups. The next thing was playing the game. The first turn of the game was played by the first representative of each group and when they have finished their turn, the other representatives of each group continued the turn. The game was played in turn by all representatives of each group in order to give the same chance to all students to play the game. The teachers watched during the game playing process. The last



thing was giving the teachers and the students the evaluation sheet. It was needed to write their opinion about the game.

### **Students of Grade Three of Elementary School**

The reason why the evaluation was done to the grade three students was because the words used in this game have been discussed in their English classes. There were twenty students involved in the evaluation. According to them, the game was good and interesting. Furthermore, the game can help them enhance their vocabulary skill and memorize the words. The game was also easy to be played.

The weakness of the game written was there was no time limit to finish the game. So, it was suggested that the time limit is not given. Another suggestion given was to changes the color of the card. Besides, the good design was given to help the player memorizing the word. It was the main purpose of this study.

### **Teachers of Elementary School**

There were one teacher of English involved in the evaluation.

The opinion given for the game was good. The weakness for the game written was there was no time limit to finish the game. The main suggestion given by the lecturers was did not giving the time limit to finish the game. Another suggestion was giving the full color into card.

### **Problems**

There were a problems faced during the processes of making this game. In designing this game, there were several applications in computer used, such as *Photoshop*, *photoscape*. However, there were no specific subjects about IT taught in Business English Study Program. Therefore, there were some difficulties in designing the product because there was no enough knowledge about the application. That was why the game designed using more than one application and it only used basic skills and easy tools.

## **CONCLUSION AND SUGGESTION**

### **1. Conclusion**

Mastering English is very important in this modern world, because it is widely used in many aspects. However, the difficulties in

learning English are still occurred among the learners, including the students of lower education level. For example in memorizing words. This condition might occur because the lack of learning media used to helping tool in teaching and learning process.

There are many kinds of media that can be used to teaching and learning English. For example is games. As we know that game is something fun. Using games during teaching and learning process can be an effective way to make the students interest and understand the lesson better. Besides, the class will be interesting for the students. It is because the students can learn the material and have fun. Then, the students can be learning easier. The game made in this study is Matching Game Book. It is provided to be a helping tool for students in learning vocabulary. However, the game of Matching Game Book here is developed with picture cards and word cards. It is aimed to make the student easier in memorizing the word. The cards in this game contain picture and word cards of this game is expected to be beneficial for both teachers and

students in teaching or learning English vocabulary.

## **2. Suggestions**

There were several suggestions for teacher and also for students. The suggestions were as follows:

### **Suggestions for Teacher**

It is suggested to the teachers to use learning media during teaching process. By using learning media, the teaching process will be more interesting. Besides, the purpose is also to deliver the lesson to the students in a more effective way in which the learning media can help the teacher in teaching process. This game can be used anytime according to the teacher as an alternative learning helping tool. Since this game has educative contents, it is expected that it will make the class become more interesting.

### **Suggestions for Students**

Although learning vocabulary is not easy, it does not mean it will always be difficult. There are many ways the students can do to make it more fun and interesting, for example students can use helping media. By

using learning media, the learning process will not only happen in class with teacher, but also can be outside the class where students can learn together with their friends. Students can use this game inside or outside the class to learn and improve their vocabulary skill. As mentioned before, this game is easy to be played, so the students can play it by themselves without help from a teacher or others. However if there is anything cannot be understood, students may ask the teacher to help.

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